

ABSTRAK

PRISKA NURLIA BR SIMANUNGKALIT. NIM 8226182029. Pengembangan Buku Digital Berbasis Canva Untuk Meningkatkan Hasil Belajar Siswa pada Materi Gotong-royong dalam Tolong-menolong Siswa Kelas V SD Negeri 055981 Beruam. Tesis Program Studi Pendidikan Dasar Pascasarjana Universitas Negeri Medan. 2024.

Pemanfaatan teknologi digital saat proses pembelajaran yang kurang maksimal, memiliki dampak yang kuat terhadap hasil belajar siswa yang rendah, sehingga diperlukan inovasi baru untuk mengatasi hal tersebut. Penelitian ini bertujuan untuk menghasilkan produk buku digital berbasis canva, menganalisis kelayakan, kepraktisan, dan keefektifan buku digital berbasis canva untuk meningkatkan hasil belajar siswa dengan fokus produk yang dikembangkan memiliki tingkat layak, praktis, dan efektif digunakan sebagai sumber belajar. Model pengembangan yang digunakan mengacu pada model penelitian dan pengembangan 4D dengan tahapan *define*, *design*, *developt*, dan *disseminate* serta subjek penelitian terdiri dari validator ahli materi, media, bahasa, guru dan siswa. Buku digital berbasis canva materi gotong-royong dalam tolong-menolong secara keseluruhan dinyatakan layak, praktis dan efektif, hal ini terbukti dari hasil kelayakan validasi ahli materi tahap I sebesar 86% capaian sangat layak dan tahap II sebesar 93% capaian sangat layak, kemudian ahli media tahap I sebesar 71% capaian cukup dan tahap II sebesar 94% capaian sangat layak dan terakhir ahli bahasa tahap I sebesar 73% capaian layak dan tahap II sebesar 94% capaian sangat layak. Kemudian, hasil uji kepraktisan yang terhadap guru dan siswa didapat hasil rata-rata dari 30 siswa mendapatkan persentase kepraktisan sebesar 88% capaian sangat praktis dan rata-rata penilaian guru mendapatkan persentase sebesar 94% capaian sangat praktis, sehingga ditotalkan dari penilaian kepraktisan didapat rata-ratanya sebesar 91% capaian sangat praktis. Terakhir, keefektifan buku digital berbasis canva dilakukan dengan uji gain dan hasil uji gain mengenai hasil belajar siswa kelas V mendapatkan nilai sebesar 0.71 terkategori tinggi, dapat disimpulkan bahwa buku digital berbasis canva yang dikembangkan memiliki tingkat kelayakan, kepraktisan dan keefektifan yang baik serta dapat digunakan untuk meningkatkan hasil belajar siswa. Saran yang dapat diberikan adalah dengan menggunakan buku digital berbasis canva ini, kemampuan guru dan siswa dalam pemanfaatan teknologi digital saat belajar semakin meningkat, pembelajaran berjalan dengan efektif dan efisien sehingga hasil belajar yang didapatkan siswa lebih baik.

Kata Kunci: Buku Digital, Canva, Pengembangan

ABSTRACT

PRISKA NURLIA BR SIMANUNGKALIT. NIM 8226182029. Development of Canva-Based Digital Books to Improve Student Learning Outcomes on the Material of Gotong-royong in Tolong-menolong for Grade V Students of SD Negeri 055981 Beruam. Thesis of Postgraduate Primary Education Study Programme, State University of Medan. 2024.

The less than optimal utilisation of digital technology during the learning process has a strong impact on low student learning outcomes, so new innovations are needed to overcome this. This study aims to produce canva-based digital book products, analyse the feasibility, practicality, and effectiveness of canva-based digital books to improve student learning outcomes with the focus of the products developed having a feasible, practical, and effective level used as a learning resource. The development model used refers to the 4D research and development model with the stages of define, design, develop, and disseminate and the research subjects consist of material, media, language, teacher and student expert validators. The canva-based digital book on the material of mutual cooperation in helping is overall declared feasible, practical and effective, this is evident from the results of the feasibility of stage I material expert validation of 86% very feasible achievements and stage II of 93% very feasible achievements, then stage I media experts of 71% sufficient achievements and stage II of 94% very feasible achievements and finally stage I linguists of 73% feasible achievements and stage II of 94% very feasible achievements. Then, the results of the practicality test on teachers and students obtained the average results of 30 students getting a percentage of practicality of 88% very practical achievement and the average teacher assessment got a percentage of 94% very practical achievement, so that the total of the practicality assessment obtained an average of 91% very practical achievement. Finally, the effectiveness of canva-based digital books is carried out with a gain test and the results of the gain test regarding the learning outcomes of grade V students get a value of 0.71 in the high category, it can be concluded that the canva-based digital books developed have a good level of feasibility, practicality and effectiveness and can be used to improve student learning outcomes. The suggestion that can be given is that by using this canva-based digital book, the ability of teachers and students in the use of digital technology when learning is increasing, learning runs effectively and efficiently so that the learning outcomes obtained by students are better.

Keywords: Digital Book, Canva, Development